PIX-FX
DISTRIBUTED BY ED GREY ENTERPRISES
REVIEW
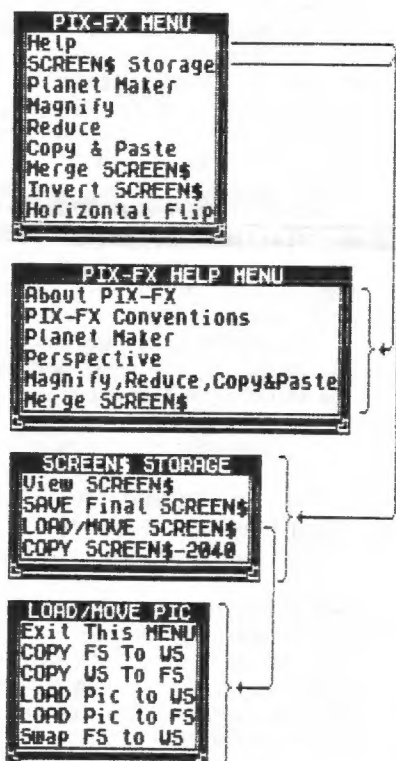
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M. J. Rienzo
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PIX-FX is a collection of utilities for SCREEN$ manipulation designed to help you create your own special graphic effects. Examples will be shown where possible.

Pull-Down Menus are used. Select with the Up Arrow (#7 Key) or the Down (#6 Key). Once your choice is made press "ENTER" to activate the highlighted area. There are four Pull-Down Menus:

```
PIX-FX MENU
Help
SCREEN$ Storage
Planet Maker
Magnify
Reduce
Copy & Paste
Merge SCREEN$
Invert SCREEN$
Horizontal Flip
```

```
PIX-FX HELP MENU
About PIX-FX
PIX-FX Conventions
Planet Maker
Perspective
Magnify,Reduce,Copy&Paste
Merge SCREEN$
```

```
SCREEN$ STORAGE
View SCREEN$
SAVE Final SCREEN$
LOAD/MOVE SCREEN$
COPY SCREEN$-2040
```

```
LOAD/MOVE PIC
Exit This MENU
COPY FS To US
COPY US To FS
LOAD Pic to US
LOAD Pic to FS
Swap FS to US
```

The HELP MENU gives you a brief explanation, scrolled from right to left across the bottom of the

screen, of the PIX-FX functions. This cannot begin to cover the 6 pages of directions included with this software.

The SCREEN$ STORAGE MENU opens the avenues for LOADing & SAVEing SCREEN$. It also enables you to shift/swap the Final SCREEN$ (FS) and the Working SCREEN$ (US). A customized back-up can be created for use with your DISK system.

One feature within this menu is the choice to SAVE a SCREEN$ two ways. It can be SAVEd normally or COMPRESSED. SCREEN$ can be SAVEd (black & white) saving 40 to 50% of the code. SAVEd in a completely relocatable chunk of code it can be displayed using RANDOMIZE USR CODE. Compressed SCREEN$ SAVEd in series can be used to create a simple form of animation. The SCREEN$ below was SAVEd using this compressed method (3034 Bytes).
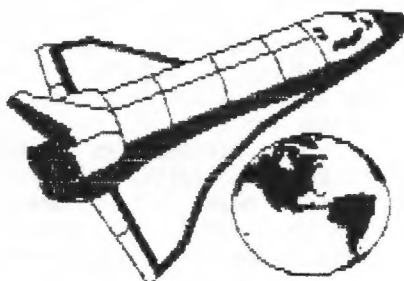
Shuttle in orbit

An example of the PLANET MAKER is also shown above as well as with the title SCREEN$. A SCREEN$ of a world map was wrapped around a sphere to create this planet. In the cade of the above SCREEN$ it was tilted 10 degrees (± 0 to 180 degree tilt is possible). Only 16 of the 32 character squares can be projected on the face of the sphere. Offsets of 0 to 16 allow you to choose which 16 characters width across your SCREEN$ you will portray on the sphere.

PERSPECTIVE rendering generates a 3-dimensional view of your SCREEN$ with either the sides or top and bottom parrallel. The US SCREEN$ is manipulated by your commands and overlaid on the FS or created on a blank SCREEN$ and stored as the new FS. Aided cursor control is added for accurate placement. At the top of either the left or right column is an example using the PERSPECTIVE utility.

MAGNIFY works different from other magnify utilities. You have more control over the number of times areas can be magnified. Example is in the screen above. The "T" in Thanksgiving was originally 1.5 characters high before it was magnified.

The REDUCE utility is similar to magnify except it makes SCREEN$ smaller.

The COPY & PASTE utility allows you to move a portion of a SCREEN$ from one area to another.

Merge utility is used to combine two SCREEN$ into one. All of the SCREEN$ on this page are examples of the use of this MERGE utility. Each were made up of at least two SCREEN$ MERGEd together.

INVERSE allows you to invert all pixels within the FS area. Just as these words have been printed in inverse print.

HORIZONTAL FLIP mirror images the Final SCREEN$.

USER CUSTOMIZATION is provided so that you can make back-up copies or convert it do DISK.

There is also an area of ADVANCED USER TIPS.

I found this software challenging and useful. It comes in handy as an additional tool for use with a DESKTOP PUBLISHER. It requires some expermentation to get desired results. I like GRAPHICS and this is a valued software addition. I recommend it highly.

Matt Kiddoo

New Project: Label Maker
by: S D Lemke

Many of the Desktop Publisher programs on the market for other computers brag about the special forms that can be created with their program. Well, fear-not... here comes the Pixel Print Label Maker.

The Pixel Print Label Maker is a utility for Printing Labels; VCR tape labels, address labels; any label that can be printed with 7 lines of 32 characters (or less) can be printed with the Pixel Print Label Maker.

NOTE: the Pixel Print Label Maker prints on continuous feed 3.5x1 inch labels.

The Pixel Print Label Maker is a simple modification of the Pixel Print Desktop Publisher program you already have, v2.0. So, just follow these 5 quick steeps.. in a few short minutes you will be printing professional looking labels (Text and Graphics).

PIXEL PRINT LABEL MAKER

1) LOAD your customized Pixel Print program. Select the SAVE function, then BREAK the program.

2) Make the following POKES:
   POKE 36086,16
   POKE 35997,1
   POKE 33764,201

3) Delete 9150,9150 (ENTER)

4) Type the following lines:

```
1000 REM  Pixel Label Maker
   (c) by  S D Lemke  1987
3000 INVERSE 0: FOR i=7 To 21: P
RINT PAPER 1: INK 1;AT i,0;TAB 3
1;" ": NEXT i
3010 PRINT AT 10,0;"Press C for
Continuous labels        any ot
her key for 1 label."
3015 PRINT AT 14,0;"Press Caps S
hift + Break to STOP      TYPE R
UN (ENTER) to START."
3020 PAUSE 0: LET a$=INKEY$: IF
a$="C" OR a$="c" THEN GOTO 3040
3030 RANDOMIZE USR 36063: GOTO
3020
3040 RANDOMIZE USR 36063: GOTO
3040
5200 SAVE a$CODE 37150,2048:  GO
SUB 8000: VERIFY ""CODE : GO TO
2000
9300 GOTO 3000
9999 SAVE "PixelLabel" LINE 9000
 : SAVE "PP M/C 1"CODE 29000,7350
 : SAVE "PP M/C 2"CODE 61961,2510
```

5) SAVE with: RUN 9999 (ENTER)

HOW IT WORKS:

The new program you just created maintains all the functions that you had in the original program. You can use this program to make your labels just as before.

What has changed is 2 functions. The SAVE function has been modified (Line 5200) to save only the TOP 8 lines of the column. The purpose for this was simply to save time with these short files.

The major change in the program is the Print function of course. The 3 POKES in step 2 have done several things for us. The POKE to 33764 is a RETURN. When you select PRINT, this RETURN is an excape to BASIC where the new lines (3000 to 3040) control the print function.   The other two POKES set the printer driver to print 8 lines, and to print from the left column.

When you select PRINT, all but the top 7 lines of the screen are erased. These 7 lines define what will be   printed on your label.

Two print modes are availabe to you: Press any key (except "C") to print 1 label at a time. This allows you to align the labels. When your alignment is complete, Press "C" to initiate a continu-ousprint mode.   This mode will print one label after another as long as wanted, continuously!

To STOP the printer, you must BREAK the program. Press the CAP SHIFT + BREAK keys at the same time. To re-START the program, type RUN (ENTER). (Using a 8/72 inch line spacing and 15/16 inch labels (1 inch apart top-to-top) Ihave printed over 250   labels without needing to re-adjust the labels.)

I would like to thank Duncan Teague for the Pixel Print Label Maker Idea....

If you have any more ideas that would be useful for Pixel Print Desktop Publisher I am always... looking for new Ideas.

We at KATS want to thank S. D. Lemke for the right to republish his PIXEL PRINT LABEL MAKER from VOL 1 NO 1 of his PIXEL PRINT PRESS FALL of 1987.

Copied from PIXEL PRINT PRESS by Paul Reynolds

THE PRESIDENTS BOX
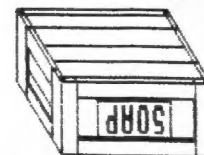
Paul Reynolds

We received the following letter and I would like to make sure it gets passed on to everyone.

FROM:
   TIMEX/SINCLAIR
   PUBLIC DOMAIN LIBRARY
   C/O Tim L. Ward
   5142-D Ginko Dr. S.W.
   Tacoma, WA 98439

Timex/Sinclair Groups: The Timex/Sinclair Public Domain Library has collected an extensive library of information that could be of use to your group. In addition to our software library (386 TS1000 pgms, 128 TS2068 pgms, RLE graphics, & LKDOS utilities), we offer a user group mailing list, a TS user address file, and an index of Time Design Magazine articles. We plan to offer much more, but we need your help. Program submissions are especially needed to help the library grow, but we also would like ideas for things you'd like to see. How about cross-referenced indexes for all TS-related magazines? We can do it with your help. We would be glad to trade public domain libraries or mailing lists with your group also, as we are trying to build the largest amount of TS-related data in North America, at the lowest cost to users. Our library offers discs in LKDOS format for both TS1000 & 2068 as well as cassette; any disc/tape is $4.00 ppd for for those interested in buying the library (3 tape/disc-2068, 8 tapes/10 discs-1000). Please get in touch with us if we can be of help to your group or if you would like to help OUR library grow.

Thank you. SINCLAIRLY,

Tim Ward, TS1000 Librarian
Tony Willing, TS2068/Spectrum Librarian

This sounds like a big undertaking and we need to consider it. You may individualy want to help out, also. With all of the dropping out, it could be one of the last sources of Timex information.

I have a question for all those Users Groups we exchange letters with. Have any of you heard from SNUG?

Pixel Print Plus! The TS2068 Desktop Publisher.

<<MENU SELECTIONS>>>

(K) KEEP-save/keep a doodle pad.
(S) SAVE-PIXEL PRINT column.
(L) LOAD-PIXEL PRINT column.
(I) ICON-LOAD into a doodle pad.
(G) GRAPHICS-LOAD/SAVE SCREENS.
(U) UNDO-replace present doodle pad with last 'KEEP'.
(W) WIDE-select character width.
(H) HIGH-select character height.
(C) CLS-Clear display/doodle pad.
(M) MOVE-Scroll up 'T' or DOWN 'B' in three speeds. Speeds 2 & 3 use CS or SS with 'T' or 'B' key.
(P) PRINT-to 2040 or full size printer.

(F) FONT-Activates FONT MENU. select T-TIMEX, B-BOLD, M-MODERN, I-ITALICS, S-SPACE, K-KERN, R-RESTORE, or L-LOAD FONTS.
(B)-BLOCK FUNTION MENU. C-COPY or E-ERASE a segment of a column. I-INSERT or D-DELETE pixel row at the top of the cursor.
(X)-shifts to the RIGHT or LEFT column.
(Q)-QUIT or terminates the program.

<<< EDITOR FUNCTIONS >>>

(CURSOR CONTROL)"CAPS SHIFT"+5, 6,7, or 8 keys to move CURSOR character position LEFT, DOWN, UP, & RIGHT respectively.
(CURSOR SHIFT)"SYMBOL SHIFT"+Q(=), F(TO), G(THEN), E0=) to SHIFT the CURSOR 1 pixel LEFT, DOWN, UP, and RIGHT respectively.
(DELETE)"CAPS SHIFT"+0 step the CURSOR backward, erasing the LAST character.
(UNDERLINE)"SYMBOL SHIFT"+0 toggles the UNDERSCORE ON/OFF.
(INVERSE)"CAPS SHIFT"+4 toggles inverse video ON/OFF.

(OVER)"CAPS SHIFT"+3 toggles the OVER type function ON/OFF.
(SEGMENT SHIFT)"SYMBOL SHIFT"+ V(AND), D(STEP), S(NOT), or W(OR) shifts sections of the doodle pad (screen) LEFT, DOWN, UP, or RIGHT respectively.
(CAPS ON/OFF)"CAPS SHIFT"+2 toggles upper & lower case characters.
(EDIT EXIT)"CAPS SHIFT"+1 exits the EDIT mode & returns to the MAIN MENU.

Keyboard overlay labels

Key	Function
CS+1	EDIT MODE EXIT — CUR SHIFT / BY PIXEL
CS+2	CAPS LOCK ON/OFF — CUR SHIFT / BY PIXEL
CS+3	OVER ON/OFF — SEG SHIFT / BY PIXEL
CS+4	INVERSE VIDEO ON/OFF — CUR SHIFT / BY PIXEL
CS+5	CURSOR CONTROL — SEG SHIFT / BY PIXEL
CS+6	CURSOR CONTROL — CUR SHIFT / BY PIXEL
CS+7	CURSOR CONTROL — SEG SHIFT / BY PIXEL
CS+8	CURSOR CONTROL — CUR SHIFT / BY PIXEL
CS+0/SS+0	DELETE & UNDERLINE

CUT OUT

Kansas Area Timex Sinclair Users Group

KEYBOARD OVERLAY

K.A.T.S. ICONS

This month we include four more ICONS you can use in Pixel Print Desk Top Publisher by Stan Lemke of Lemke Software Development or Card / Sign / Banner Designer by Zebre Systems.

WRENCH

SNACK

MORTAR

PILL
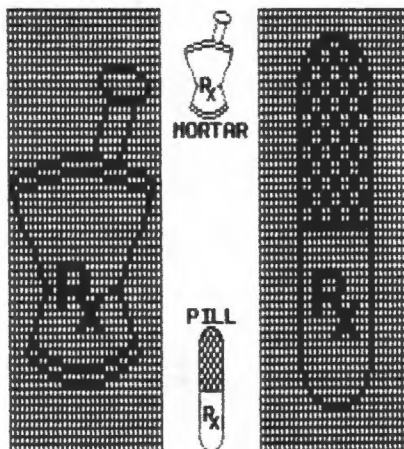
K.A.T.S. KEYBOARD OVERLAY

On the preceding page is a KATS KEYBOARD OVERLAY to be used with PIXEL PRINT PLUS Desktop Publisher for the TS2068. Stan Lemke, the originator of this super software package, has given it to PUBLIC DOMAIN.

It is suggested that the Overlay be laminated front and back prior to cutting out the KEY holes or the perimeter. After lamination carefully cut out all the areas for the keys with an Xeacto knife or single edge razor blade. Then cut around the overlay perimeter. Now that your K.A.T.S. Overlay is complete, it should fit over your TS2068 keyboard.

Above the keyboard area is a much abreviated list of instructions. Above and below the marked keys are reminder aids for using these keys while in the EDITOR MODE of Pixel Print Desktop Publisher. It should be noted again that these are very abreviated instructions and they in no way are intended to replace the originals. Stan Lemke's detailed instructions are very informative in helping you customize and use this valuable software.

This overlay was made utilizing Pixel Sketch and Graphics Editor, Font Package (Sideways Font) and Pixel Print Desktop Publisher.

We hope that this may be of some aid to you in using this Desktop Publisher for the TS2068. Thanks to Stan Lemke for giving us these software packages.

K.A.T.S.
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